

Gu Test: A Progressive Measurement Of Generic Artificial Intelligence

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Technological Singularity is baseless, Turing Test is invalid, and driverless cars without specific constraints (i.e. SAE level 5 automated driving) is impossible.

To verify these, we need design scientific experiments with strictly-controlled conditions.

Turing test, the Go games played by AlphaGo Zero and AlphaGo Master, and the road tests of automated-driving cars, are just empirical tests, not scientific experiments.

In this paper, I will analysis the differences between scientific experiments and empirical tests, and some systematic problems in the popular textbook Artificial Intelligence: A Modern Approach. Then I will discuss the foundation of intelligence sciences, and propose Gu Test, a progressive measurement of generic artificial intelligence, to gradually develop scientific intelligence theories.

1. Scientific Experiments v.s. Empirical Tests

The recent accidents of automated-driving cars (some are fatal) raise some serious issues in artificial intelligence (AI) theories and testing [1].

According to the Waymo Safety Report 2017, the driverless car is wired with certain pre-information [2], making it difficult to adapt to some future mode evolutions, especially when the mode evolution is not stable.

If the mode evolution is not stable, not only the judgement based on intuition could be wrong, the statistical results, the deep-learning of empirical data, or other AI technologies also could be severely misleading.

So it is difficult, sometimes impossible, to study mode evolution based on intuition.

Scientific experiments should be designed based the analyses of certain principles and theories, to verify them. Such principles and theories could provide some insights into the future mode evolution, which empirical tests are blind to.

Scientific experiments should also be done under strictly controlled conditions. Conclusions can only be derived based on conditions. Without such strictly controlled conditions, the results of simulations and empirical tests could be misleading.

Currently, we still have very little knowledge about human specific intelligence, and very little knowledge about the principles and theories of human specific intelligence. So it is still difficult to design scientific experiments with driverless cars.

However, we could start with computer Go game systems, to experiment the technologies and principles available to computer Go game systems.

The AlphaGo Zero paper on Nature presented a method learning from scratch. It claimed a superhuman performance [3]. However the paper supplied no evidence for this claim [4]. If some experiments could falsify the claim, they could reveal some important principles we do not know yet, which might help to study other AI applications, such as driverless cars, etc.

So I designed some experiment schemes with strictly controlled conditions to test this claim or any such implications.

Regular people may spend many years before triggering destructive mode evolutions, once triggered such mode evolutions could happen frequently later, and such mode evolution could only happen in large-scale usages.

So studying with simpler experiments such as Go games may be very valuable. Also, it is much easier to figure out the principles in such simpler experiments.

Go gaming is strictly defined within a very small space. Industrial automations are typically designed in well controlled environments, but not strictly defined. Car driving is regulated, but the environment is not well controlled.

To design scientific experiments with AI, first we need to clarify certain confusions.

2. The Problems in AI: A Modern Approach

There are problems in both philosophical foundations and test theories in the 3rd edition of popular textbook AI: A Modern Approach.

The textbook deleted the introduction of Socrates and Plato philosophies in the previous editions without understanding that Galileo set Socratic method and experiments as the foundation of sciences in his book Dialogue Concerning the Two Chief World Systems.

The textbook took Aristotle philosophy as the rational mind by mistake: "Aristotle... was the first to formulate a precise set of laws governing the rational part of the mind."(page 5)◻

In his Dialogue book, Galileo actually indicated that Aristotle philosophy is not rational in sciences.

Immanuel Kant studied epistemology and critique. His studies indicated that Aristotle philosophy even cannot explain the rationale in philosophy.

Gödel's theorems showed the problems of logic. Gödel's studies indicated Aristotle philosophy cannot completely express the rational in mathematics.

Aristotle philosophy cannot express the rationale in philosophy, mathematics, sciences. So it could not "formulate a precise set of laws governing the rational part of the mind".

Logic is actually a primeval method in philosophy, which could detect certain problems in languages. Aristotle developed logic to clear sophistry. However, the new studies in 20th century discovered that there are problems in logic itself, which could not really clear sophistry, and could even cause other problems.

AI and artificial neural networks, including ResNet and its variant, Generative Adversarial Networks, Capsule networks, etc., could not get rid of the main problems of Aristotle philosophy at many of the key points in their flow processes.

The textbook does not distinguish the difference between empirical tests (like Turing Test) and scientific experiments. It actually use empirical tests to test AI technologies, which could mislead the development of AI and intelligence theories, as explained.

Turing Test is also subjective, and the language complexity is much less

than the human intelligence complexity. It also could not apply to many important AI applications, such the computer Go systems and driverless.

To design good experiments, is to figure out the critical points in experimental spaces, so that new theories could be established based on small amount of experiment results, and other possibilities could be falsified, which is contrary to big data technologies. Big data technologies also could not analysis unstable mode evolution in future.

Due to the problems mentioned, we need better understand how to establish scientific principles and theories in intelligence studies, and design good experiments.

3. The Foundation of Intelligence Sciences

Intelligence sciences are to develop principles and theories of intelligence (especially human specific intelligence) based on experiments and other scientific methods.

Sciences originated from philosophy, and gradually introduce mathematics. Scientific philosophy could not only provide certain insights and conjectures for scientific theories and experiments, but also ascertain the validity of experiment results and the correctness of interpretation.

To figure out the critical points in experiment spaces, we need better languages to describe and distinguish them, including new natural language concepts and new mathematics forms.

Gödel theorems suggest mathematics cannot judge the correctness in sciences. Turing Machine has limitation. Universal approximation does not exist on Turing Machine. Computers, including quantum computers, have systematic problems to process high-order logic and recognize sophism. So intelligence sciences are different from mathematics and computer engineering.

Progresses from neurosciences are mainly at physiological level or animal level, such as in vision, audio, motion, emotion, etc. Nothing could illustrate the human specific intelligence so far. Life develop over the entropy law. Intelligence is quite different from energy. So intelligence sciences are also different from biology and physical sciences .

Intelligence sciences are new fields, requesting new concepts, principles and theories, etc. A good approach is to start with a cross studying of natural languages, philosophies, mathematics, and sciences. etc., which are typical human specific intelligence, with good principles.

Irrational numbers and the first mathematical crisis caused fundamental transition of human intelligence. Not far after that, sophism appeared as a destructive force to philosophy, and even to civilizations.

To develop these studies into sciences, we need design experiments with strictly-controlled conditions.

4. Gu Test

Based on my studies, I design a procedure of progressive measurement of human specific intelligence based on falsifiability [5], to test AI technologies, to test my theories, also to illustrate the important issues and principles missed by current studies:

1. A 4-dimension experiment space to test the intelligence of the strongest Computer Go system in Go games, especially to test AlphaGo Zero's superhuman claim or any such implications.

Since there is only one opportunity to gather certain experiment results before the computer Go system could be adjusted by humans, the first round experiment should be done on the strongest Computer Go system with large-scale experiments.

2. Some experiment schemes for natural language processing (NLP) system, including the processing of high-order logic, the recognition of sophism, verification of Chinese room, etc.

3. Some plans for brain studies and experiments. First, do a survey of current brain researches. Then develop certain experiment plans with some brain experts based on the survey and my theories. The experiments should be done by selected brain experts.

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These studies and experiments require certain amount of resources. They are all peaceful fundamental researches with no profit prospect.

5. Future

The studies and experiments could be extended to other AI technologies and systems, and other aspects of human specific intelligence in future.

However, my health condition is degrading very quickly, and life-threatening situations actually happened to me again and again. I cannot do further researches unless in safe personally and economically. Actually, some health degrading could be irreversible, so I may not be able to do other researches except for the experiment schemes already designed.

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[1] According to news, in 2015 a blind man was allowed to take a driverless car alone, before the accident on 02/14/2016 [1]. Although the damage of this accident is minor, wrong judgement of driverless cars is very dangerous potentially.

[https://www.washingtonpost.com/local/trafficandcommuting/blind-man-sets-out-alone-in-googles-driverless-car/2016/12/13/f523ef42-c13d-11e6-8422-eac61c0ef74d\\_story.html](https://www.washingtonpost.com/local/trafficandcommuting/blind-man-sets-out-alone-in-googles-driverless-car/2016/12/13/f523ef42-c13d-11e6-8422-eac61c0ef74d_story.html)

<https://www.marketwatch.com/story/google-says-driverless-cars-are-ready-to-make-money-but-we-wont-know-if-they-do-2016-12-13>

[2] <https://waymo.com/safety/>

[3] <https://www.nature.com/articles/nature24270>

[4] Superhuman is a concept related to generic human. AlphaGo Zero defeating AlphoGo Master is not an evidence of superhuman. AlphoGo Master defeating some humans in some games is not an evidence of superier to generic human, either.

After the propagation of Technological Singularity and driverless cars from high-tech industries, such superhuman claim could give a wrong impression that these AI technologies have already exceeded generic human intelligence.

My experiment schemes for Go game introduced later in this paper is to verify that AlphaGo Zero does not have generic human intelligence even in

Go game. Since Deepmind does not respond to my experiment requests, people could be more confused.

[5] Gu Test does not intend to distinguish humans from humans. It only measures the difference between generic human and machines, or between generic human and other animals.